CLAIMS

1.   A method of rendering a user interface for a device, the
method comprising the steps of

providing a plurality of actors, each of the plurality
of actors being associated with a user interface element and
comprising one or more attributes defining the respective
actor;

providing a renderer to receive one or more attributes
from one or more of the plurality of actors; and

rendering the user interface in accordance with the
received attributes.

2.   A method according to claim 1, wherein if an actor
attribute is updated, the update is received by the renderer
and the user interface is updated accordingly.

3.   A method according to claim 2, wherein the an actor
attribute is updated in response to a user update.

4.   A method according to claim 2, wherein the updating of
an attribute causes the formatting of a user interface
element to change.

5.   A method according to claim 2, wherein the updating of
an attribute causes a user interface element to move within
the user interface.

6.   A method according to any preceding claim wherein the
actor attributes comprise mark-up language and the renderer
is a mark-up language renderer.

7.   A data carrier comprising computer executable code for performing the method of any of claims 1 to 6.

5   8.   A device comprising

a user interface, the user interface comprising one or more user interface elements;

a plurality of actors, each of the plurality of actors being associated with a user interface element and comprising

10 one or more attributes; and

a renderer, the renderer being configured, in use, to interpret the attributes associated with one or more of the plurality of actors and to render the user interface accordingly.

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9.   A device according to claim 8, wherein the device further comprises display means for displaying the user interface.

20 10.   A device according to claim 8 or claim 9, wherein the device further comprises a communications interface for receiving further actors for use in the rendering of the user interface.

25 11.   A device according to any of claims 8 to 10, wherein the device further comprises storage means configured to store the plurality of actors.

12.   A device according to any of claims 8 to 11, wherein the

30 device further comprises processing means configured to operate the renderer.